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Relevance scale **1** Essential modeling: use cases for user interfaces

Larry L. Constantine

April 1995 **interactions**, Volume 2 Issue 2Full text available:  [pdf\(1.43 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)**2** Development of a distributed, cross-platform simulator

Thomas C. Brooke

December 2002 **Proceedings of the 2002 annual ACM SIGAda international conference on Ada: The engineering of correct and reliable software for real-time & distributed systems using Ada and related technologies**Full text available:  [pdf\(167.33 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In developing real-time mission control software for terminals in a large satellite communications system, my team realized that a script-based stimulus/response tool was inadequate for developmental testing and training. As an initial proof-of-concept, we first designed a monolithic, single-user system simulator for engineering development. During the project, the requirements expanded to include the addition of a multi-user, cross-platform capability, and later distribution in a two-tier client ...

**Keywords:** Ada, distributed, linux, portability, satellite, simulation, testing, training, windows

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Relevance scale

1 [Macromedia director as a prototyping and usability testing tool](#)

Stephanie Ludi

July 2000 **Crossroads**, Volume 6 Issue 5

Full text available: [html\(27.82 KB\)](#)

Additional Information: [full citation](#), [index terms](#)

2 [VizSEC link analysis session: Passive visual fingerprinting of network attack tools](#)

Gregory Conti, Kulsoom Abdullah

October 2004 **Proceedings of the 2004 ACM workshop on Visualization and data mining for computer security**

Full text available: [pdf\(331.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper examines the dramatic visual fingerprints left by a wide variety of popular network attack tools in order to better understand the specific methodologies used by attackers as well as the identifiable characteristics of the tools themselves. The techniques used are entirely passive in nature and virtually undetectable by the attackers. While much work has been done on active and passive operating systems detection, little has been done on fingerprinting the specific tools used by at ...

**Keywords:** application fingerprinting, information visualization, network attack visualization, operating system fingerprinting, passive fingerprinting, visual fingerprinting

3 [Portable Real-Time Applications](#)

Juergen Kahrs

October 1999 **Linux Journal**

Full text available: [html\(17.40 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The purpose of computing is insight, not numbers. --Richard Hamming, 1915-1998

4 [Hypermedia teaching of mechanics—MechANIma](#)

Thorsten Hampel, Ferdinand Ferber, Reinhard Keil-Slawik, Wolfgang H. Müller

August 1998 **ACM SIGCSE Bulletin , Proceedings of the 6th annual conference on the teaching of computing and the 3rd annual conference on Integrating technology into computer science education: Changing the delivery of**

**computer science education**, Volume 30 Issue 3Full text available:  pdf(878.26 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we describe the *mechANIma* project, a joint venture between the department of computer science and the laboratory for mechanics at the University of Paderborn, Germany.

**Keywords:** animations, co-operative learning, hypermedia learning, multimedia, student centered learning, visualisations

**5 Introduction to SILK and Java-based simulation**

Kevin J. Healy, Richard A. Kilgore

December 1998 **Proceedings of the 30th conference on Winter simulation**Full text available:  pdf(101.22 KB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**6 A visual development environment for multi-lingual curricula**

T. Dean Hendrix, Larry A. Barowski, James H. Cross

March 1997 **ACM SIGCSE Bulletin , Proceedings of the twenty-eighth SIGCSE technical symposium on Computer science education**, Volume 29 Issue 1Full text available:  pdf(517.43 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Although a computer science curriculum may use a single language as its "core" language, many curricula require students to learn and use multiple languages for course or practicum work. Students benefit from the exposure to other languages and other language models. However, a problem arising from the multi-lingual nature of a curriculum is the necessity to learn and use different development environments and language front-ends. GRASP (Graphical Representations of Algorithms, Structures, and P ...

**7 A visual object-oriented development environment (VOODE)**

Vladimir Shcherbina, Pnina Vortman, Gabi Zodik

November 1995 **Proceedings of the 1995 conference of the Centre for Advanced Studies on Collaborative research**Full text available:  pdf(533.21 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Numerous classes, complex inheritance and containment hierarchies, and diverse patterns, all contribute to difficulties in understanding, reusing, debugging and tuning large object-oriented systems. To help overcome these difficulties, we introduce a visual programming methodology and a visual development environment with novel views for development of object-oriented class models. We introduce container and contained object views, direct manipulations as a visual programming tool and show how s ...

**8 ZEUS: a toolkit and approach for building distributed multi-agent systems**

Hyacinth S Nwana, Divine T. Ndumu, Lyndon C. Lee, Jaron C. Collis

April 1999 **Proceedings of the third annual conference on Autonomous Agents**Full text available:  pdf(295.47 KB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** agent building toolkit, agent development methodology

**9**Development of a distributed, cross-platform simulator

Thomas C. Brooke

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Full text available:  pdf(167.33 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

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**10 Essential modeling: use cases for user interfaces**

Larry L. Constantine

April 1995 **interactions**, Volume 2 Issue 2

Full text available:  pdf(1.43 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)



**11 PPT: a COTS integration case study**

L. David Balk, Ann Kedia

June 2000 **Proceedings of the 22nd international conference on Software engineering**

Full text available:  pdf(91.50 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



T. Rowe Price Investment Technologies built The Product and Project Tracking System (PPT) to reduce the human resources needed to track and forecast Information Technology projects. Instead of developing or purchasing a new system, the need was met by integrating Commercial-off-the-Shelf (COTS) products already used and licensed by the company. The conclusion can be made that this approach reduces development costs while providing more flexibility than a single vendor solution. This paper d ...

**Keywords:** commercial-off-the-shelf, development methodology, product integration, return on investment, software engineering

**12 Visual programming with Java: an alternative approach to introductory programming**

Frank Wester, Marleen Sint, Peter Kluit

June 1997 **ACM SIGCSE Bulletin , Proceedings of the 2nd conference on Integrating technology into computer science education**, Volume 29 Issue 3

Full text available:  pdf(224.64 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



The appearance of the programming language Java and visual programming environments based on this language give new opportunities to teach introductory programming to university students. The authors are working on a new set of programming courses starting with Visual Programming. In this course the possibilities of visual programming environments are used to teach programming in an application oriented way with more emphasis on building user interfaces and using standard class libraries. Less a ...

**13 Web-based and Java-based simulation: A review of web based simulation: whither we wander?**



Jasna Kuljis, Ray J. Paul

December 2000 **Proceedings of the 32nd conference on Winter simulation**

Full text available:  [pdf\(226.42 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This paper considers a variety of new technologies for discrete-event simulation software development. Environments and languages for web based simulation are reviewed. Web based applications are discussed. After proposing a summary of the review, ways of working that will have an unpredictable effect on the future of simulation modeling are proposed.

14 Data structures and problem solving using Java



Mark Allen Weiss

June 1998 **ACM SIGACT News**, Volume 29 Issue 2

Full text available:  [pdf\(458.08 KB\)](#) Additional Information: [full citation](#), [index terms](#)

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